

# Matthew Goode | Digital Artist

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| Portfolio at <https://mattgoode.org/>

## Skills

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### Art

- Mixed media drawing
- Graphic design
- 3D Hard Surface Modeling
- 3D Organic Modeling
- Video editing

### Digital Media Proficiencies

- Photoshop
- Premiere Pro
- Maya
- Unity
- Unreal Engine 4

### Programming

Skills in writing basic HTML webpages with integrated CSS files.

## Projects

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### University Projects:

#### Video Game: Space Ops – 2D action shooter

Spring 2017

Created majority of 2D sprites and animations, as well as all environmental art.

#### Video Game: Awakening – First-person survival horror

Fall 2017

Created various 3D modeled props and environmental assets. Created marketing materials including posters, icons, box art, banners, and desktop backgrounds.

#### Video Game: Astro Bound – 2D side-scrolling shooter

Fall 2017

Created all 2D static art assets as well as several sprite animations.

#### Video Game: Locus Flux – On-rails third-person shooter

Spring 2018

Created various 3D environmental assets as well as several enemy hovercar variants. Created marketing materials to promote the game including posters, icons, box art, banners, and video trailers.

## Affiliations

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Gaming Knights at UCF – Member

## Education

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### Associate in Arts

2014

Palm Beach State College

### Bachelor's in Digital Media – Game Design Specialization

2018

University of Central Florida